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RECEIVING CONTACTS THROUGH NEARBY BROADCASTS

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ABSTRACT

A contact broadcast system can be used to transmit broadcasts containing contact information from user devices. Contact information may include phone number, email address, mail address, social network profile, etc. The contact broadcast system transmits a broadcast from a first user device to a second user device. The contact broadcast system displays the contact information at the second user device. Once displayed, the system receives an input to add the contact information to a list of stored contacts at the second user device. The system then adds the contact information to a list of stored contacts at the second user device.

PROBLEM STATEMENT

At social and business gatherings, people form new relationships and exchange contact information to connect in the future. There exist various methods to exchange contact information via non-electronic means, for example, via paper business cards, and electronic means, for example, via electronic business cards, electronic contact messages, quick response codes, near field communication tags, and physical interactions between devices. Such methods often require users to open applications on their devices and provide instructions to send their contact information to other users. Similarly, at the receiving end, users need to open related applications on their devices and then provide instructions to store the received contact

information. The existing methods require multiple steps and are inconvenient from a usability standpoint. Accordingly, a system that simplifies exchanging contact information is described.

DETAILED DESCRIPTION

The systems and techniques described in this disclosure relate to a contact broadcast system that transmits broadcasts containing user contact information from user devices. The contact broadcast system can be implemented for use in an Internet, an intranet, or another client and server environment. The client device can be any electronic device, for example, a laptop, a smartphone, a mobile phone, a handheld electronic device, a computer, a tablet or a wearable device.

Fig. 1 illustrates an example method 100 for transmitting broadcasts that contain user contact information. The method 100 can be performed by the contact broadcast system. The system transmits a broadcast from a first user device to a second user device (110). The broadcast consists of contact information, e.g., phone number, email address, mail address, social network profile, for the user of the first user device. The user can be signed in to the first user device or associated with the first user device. The broadcast may also include additional information, for example, advertisements, photos of the user, audio, or video.

The system may transmit the broadcast from the first user device using high frequency audio, bluetooth, wireless fidelity, or other short range communication technologies. The broadcast may be transmitted continuously or periodically, e.g., every 1 minute, from the first user device. Alternatively, or additionally, the system may transmit the broadcast upon an explicit request from a nearby device, e.g., the second user device. In response to the request

from the nearby device, the system may transmit the broadcast for a predetermined period of time. After the predetermined period of time expires, the system no longer transmits the broadcast.

The broadcast transmitted from the first user device may be received by multiple nearby devices including the second device. The nearby devices may be continuously monitoring for broadcasts or periodically monitoring for broadcasts, e.g., every 30 seconds. The system displays contact information contained in the broadcast received from the first user device (120) at the second user device. The system displays the contact information at an output device, e.g., display screen, associated with the second user device. A user of the second user device can subsequently review the contact information received from broadcasts transmitted by nearby devices.

In an example implementation, the system can filter received contact information to be displayed to the user at the second user device. For example, the system may display only those contacts that are already associated with the user at the second user device in one or more social networks. If the received contact for the user at the first user device is not in social networks of the user at the second user device, the system may not display the contact information at the second user device. Alternatively, or additionally, the system may display multiple contacts received from multiple broadcasts received from multiple nearby devices at the second user device. The user of the second user device may select one or more contacts at the second user device to add the selected contacts to a list of stored contacts.

The system receives an input to add the contact information to a list of stored contacts at the second user device (130). The system may receive the input through an input device

associated with the second user device, for example, a keyboard, mouse, pointing device, or touch screen. The system, on receiving the selection of the contact information, may provide the user with a drop down menu consisting of user selectable options such as adding or ignoring the contact information. The user can select the option to add the contact, which causes the contact to be added to the user's contact list that is stored locally on the second user device and/or remotely in a server. Alternatively, the user can select the option to ignore the contact, which dismisses the menu without adding the contact to the user's contact list.

Fig. 2 illustrates an example implementation of the contact broadcast system. Fig. 2 illustrates four user devices in vicinity to each other, namely, first user device 210, second user device 220, third user device 230, and fourth user device 240.

"John" is the user of the first user device 210 and "Christina" is the user of the fourth user device 240. The system transmits broadcasts 212 and 242 containing contact information for users "John" and "Christina" from the first user device 210 and the fourth user device 240 respectively. The broadcasts 212 and 242 are received by the second and third user devices 220 and 230. The system displays the contact information 222 for "John" and 224 for "Christina" at the second user device 220. The contact information 222 includes John's name, email address and his phone number. Similarly, the contact information 224 includes Christina's name, email address and physical mailing address.

The system filter the contact information 212 at the third user device 230 as the system detects that "John" is not socially related to the user of the third user device 230 in one or more social networks. However, the system may display the contact information 232 of "Christina" ,corresponding to the broadcast 242, at the third user device 230.

Further, the system receives a selection of the contact information 222 at the second user device 220. The system displays a user interface drop down menu 226 with user selectable menu options. The user selectable menu options include “Add to Contacts,” “Ignore,” and “Remind me later.” If the user selects the option “Add to Contacts,” the system stores the contact information in a list of stored contacts at the second user device 220. If the user chooses to select “Ignore,” the system dismisses the menu from the display screen of the second user device 220. If the user selects the option “Remind me later,” the system reminds the user of the contact information 222 after a predetermined period of time, e.g., 2 hours. Alternatively, or additionally, the user may be provided with additional options, such as transmitting a message to the first user device 210 with a reply broadcast containing contact information for the user of the second user device 220.

Fig. 3 is a block diagram of an exemplary environment that shows components of a system for implementing the techniques described in this disclosure. The environment includes client devices 310, servers 330, and network 340. Network 340 connects client devices 310 to servers 330. Client device 310 is an electronic device. Client device 310 may be capable of requesting and receiving data/communications over network 340. Example client devices 310 are personal computers (e.g., laptops), mobile communication devices, (e.g. smartphones, tablet computing devices), set-top boxes, game-consoles, embedded systems, and other devices 310’ that can send and receive data/communications over network 340. Client device 310 may execute an application, such as a web browser 312 or 314 or a native application 316. Web applications 313 and 315 may be displayed via a web browser 312 or 314. Server 330 may be a web server capable of sending, receiving and storing web pages 332. Web page(s) 332 may be stored on or accessible via server 330. Web page(s) 332 may be associated with web application 313 or 315

and accessed using a web browser, e.g., 312. When accessed, webpage(s) 332 may be transmitted and displayed on a client device, e.g., 310 or 310'. Resources 318 and 318' are resources available to the client device 310 and/or applications thereon, or server(s) 330 and/or web page(s) accessible therefrom, respectively. Resources 318' may be, for example, memory or storage resources; a text, image, video, audio, JavaScript, CSS, or other file or object; or other relevant resources. Network 340 may be any network or combination of networks that can carry data communication.

The subject matter described in this disclosure can be implemented in software and/or hardware (for example, computers, circuits, or processors). The subject matter can be implemented on a single device or across multiple devices (for example, a client device and a server device). Devices implementing the subject matter can be connected through a wired and/or wireless network. Such devices can receive inputs from a user (for example, from a mouse, keyboard, or touchscreen) and produce an output to a user (for example, through a display). Specific examples disclosed are provided for illustrative purposes and do not limit the scope of the disclosure.

DRAWINGS

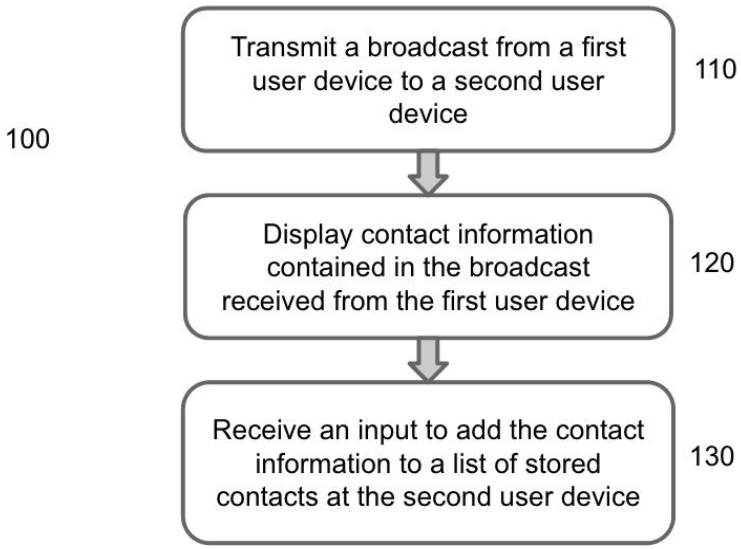

Fig. 1

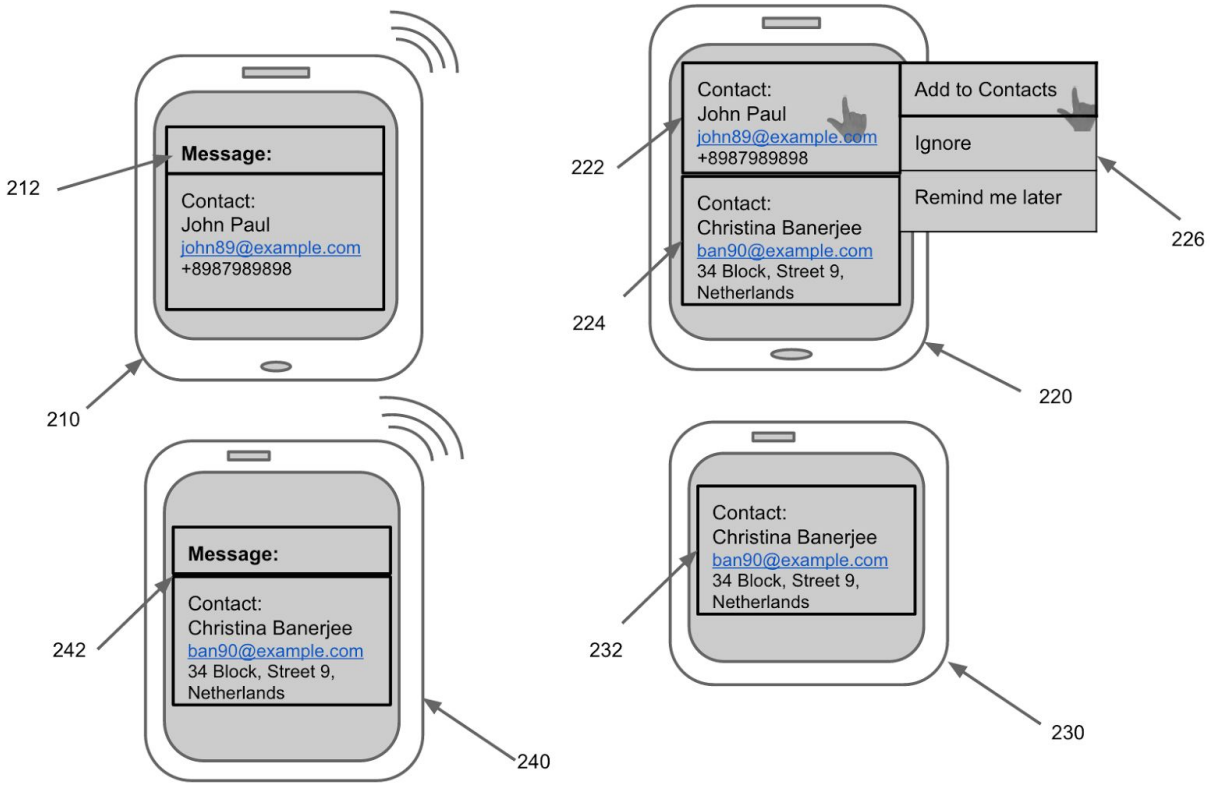

Fig. 2

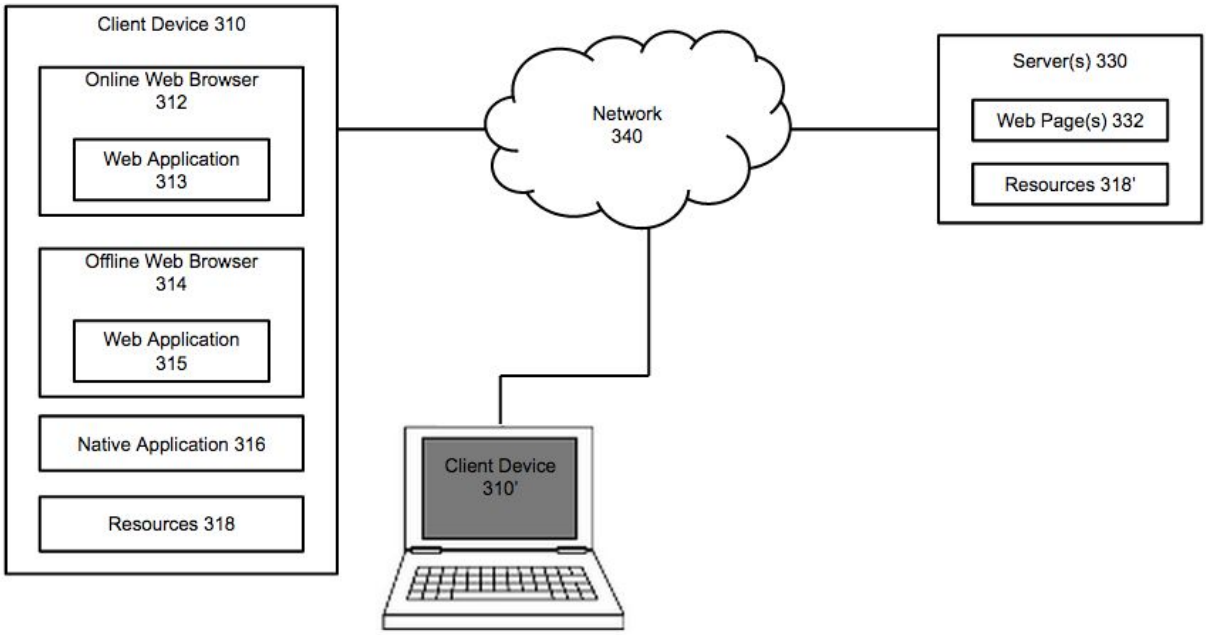
Client Device 310
Online Web Browser 312
Web Application 313
Offline Web Browser 314
Web Application 315
Native Application 316
Resources 318
Network 340
Server(s) 330
Web Page(s) 332
Resources 318'
Client Device 310'

Fig. 3